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Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [EA-DamageEverything](#) on Mon, 17 Mar 2008 20:05:29 GMT

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Mapsettings=

```
<?xml version='1.0' standalone='yes'?>
```

```
<mapsettings>
```

```
<default>
```

```
<time>30</time>
```

```
<mines>30</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>5</donatelimit>
```

```
<rules></rules>
```

```
</default>
```

```
<map name="C&C_Field.mix">
```

```
<time>30</time>
```

```
<mines>35</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>10</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_Volcano.mix">
```

```
<time>30</time>
```

```
<mines>35</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>5</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_City.mix">
```

```
<time>30</time>
```

```
<mines>40</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>10</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_City_Flying.mix">
```

```
<time>30</time>
```

```
<mines>40</mines>
```

```
<vehicles>10</vehicles>
```

```
<donatelimit>10</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_Walls.mix">
```

```
<time>30</time>
```

```
<mines>45</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>10</donatelimit>
```

```
<rules></rules>
```

```
</map>
<map name="C&C_Walls_Flying.mix">
  <time>30</time>
  <mines>45</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules></rules>
</map>
<map name="C&C_Siege.mix">
  <time>30</time>
  <mines>35</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules>Shooting enemy buildings from the top of the hill is not permitted!</rules>
</map>
</mapsettings>This is fairly unchanged from original and I didn't test the other Limits.
```

Should I remove the Unicode & with the original &? I think not, because the announce reads the file correctly.

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